

**FANTASTIC FREE GHOSTBUSTERS II™ BADGE**

**MARVEL®**  
9th Dec 89

**THE REAL**

**NO78 45p**

© 1984 Columbia Pictures  
Industries Inc.

# GH0STBUSTERS™



ISSN 0954-9404



9 770954 940011



**H**old on a moment whilst we issue a warning . . . if you should ever see a strange-looking box, carved with unusual patterns and which seems to say to you 'c'mon, turn the key and open me up!', then *don't*. You never know *what* may be inside! For a complete booklet of instructions on how to avoid such a thing, you could do much worse than to have a peek at this week's rip-roaring kick-off story, **Box of Ghouls!** Then, in this assault course comic for aspiring ghostbusters we have for you a regular humdinger of a scary story in the guise of **Numbly Nightmare!** Then, if you survive all that, you can start reading the stomach-churning comic adaptation of, wait for it . . . yes, **GHOSTBUSTER II – the film!** Yeeeha!

## CONTENTS

<b>Box of Ghouls!</b> .....	3
<b>Spengler's Spirit Guide</b> .....	8
<b>Numbly Nightmare!</b> .....	10
<b>Ghostbusters' Fact File: Neanderthal Nightmares</b> .....	13
<b>Dead True!</b> .....	14
<b>Ghostbusters III!</b> .....	15
<b>Blimey! It's Slimer!/Slime Time!</b> .....	21
<b>Ghost Writing</b> .....	22
<b>Next Issue/Mighty Marvel Checklist</b> .....	23

Cover by BRIAN WILLIAMSON, DAVE HARWOOD and ROBIN BOUTTELL  
Editor STUART BARTLETT Assistant Editor PERI GODBOLD  
Spiritual Guide DAN ABNETT



THE REAL GHOSTBUSTERS™ is published by MARVEL COMICS LTD., 13/15 Arundel Street, London WC2. THE REAL GHOSTBUSTERS title, logo design (including the HQ logo featured on this page) characters, artwork and stories are copyright © 1984 Columbia Pictures Industries, Inc. and copyright © 1989 Columbia Pictures Television, a division of CPT Holdings, Inc. All rights reserved. The GHOSTBUSTERS logo and logo design are licensed trademarks from Columbia Pictures Industries, Inc. All other material is copyright © 1989 Marvel Comics Ltd. All rights reserved. No similarity between any of the names, characters, persons and/or institutions in this magazine with any living, dead or undead person or institution is intended, and any such similarity which may exist is purely coincidental. Printed in the UK and distributed by Comag.

# THE REAL GHOSTBUSTERS™



PETER VENKMAN



EGON SPENGLER



RAY STANTZ



WINSTON ZEDDEMORE



JANINE MELNITZ



SLIMER

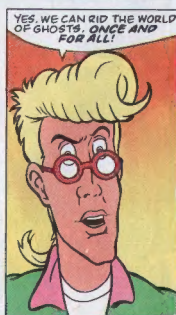
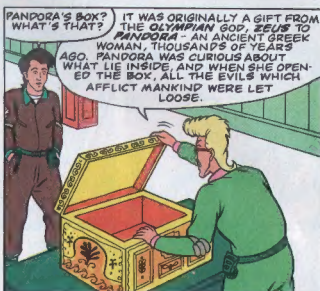
# THE REAL GHOSTBUSTERS™

## BOX OF GHOULS!

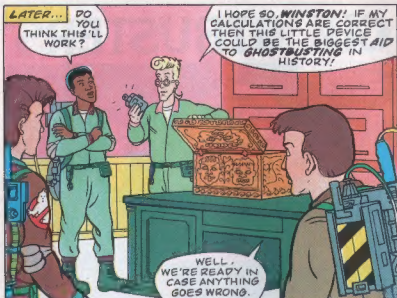
GHOSTBUSTERS' HQ...

HMM... VERY INTERESTING!

WHAT HAVE YOU GOT THERE, EGON?







THERE... THAT'S ALL THE GHOSTS SUCKED BACK INTO THE BOX. NOW, TO LOCK IT TIGHT.

SLIMER'S IN THERE. WE'VE GOT TO LET HIM OUT!



I WAS AFRAID OF THIS. YOU SEE STRICTLY SPEAKING, SLIMER'S A GHOST LIKE ALL THE OTHERS.

BUT HE'S NOT EVIL!

HE'S RIGHT, PETER. WE CAN'T LET SLIMER FREE WITHOUT RELEASING ALL THE EVIL SPOOKS!



IT DOESN'T SEEM FAIR!

Hmm... WHAT CAN WE DO?



C'MON, PETER. EGON WILL FIND A WAY TO RESCUE SLIMER. LET'S GO AND EAT. AFTER ALL, WE'VE GOT SOMETHING TO CELEBRATE. NO MORE GHOSTS!

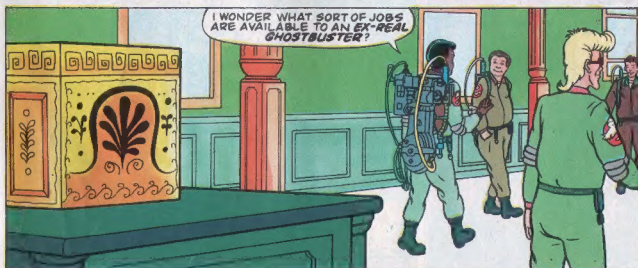


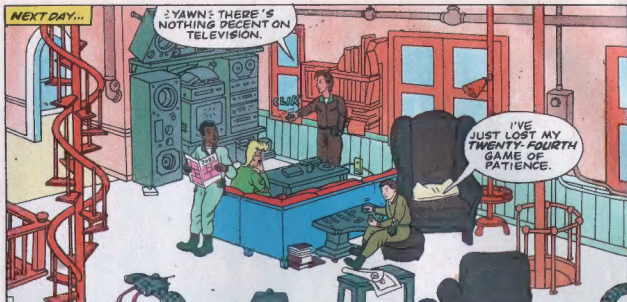
YEAH, I SUPPOSE WE'LL HAVE A LOT OF FREE TIME ON OUR HANDS, NOW.

THERE ARE SO MANY THINGS I DIDN'T HAVE TIME TO DO BEFORE.

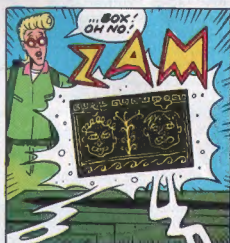


I WONDER WHAT SORT OF JOBS ARE AVAILABLE TO AN EX-REAL GHOSTBUSTER?









# SPENGLER'S

## SPIRIT

Reading a recent issue of 'After Image', the fortnightly magazine of designer phantasms for the fashion-coordinated ghoshthunter, I discovered that it's becoming all the vogue these days in the attic apartments of Yupkees (Young Upwardly-mobile Psycho Kinetic Energy Enthusiasts) to have a magical or ecto-rich artefact on the coffee table as a conversation piece. The article described how difficult it was to colour match your Pandora's box with the Mongolian Oloktrocker, or what sort of polish to use on your teak-embossed thulking straps, or how to Hoover your flying durry from Bagdhad.

This all took me back a bit. It wasn't too long ago that you'd have to go to a little shop in the backstreets of a sinister New England town and approach the strange old shopkeeper in the hope of maybe getting copies of the very rare 'Necronomican'. Failing that, you'd have to go out in person and brave the dining customs of the Wuppa Wuppa tribe in order to infiltrate their ancient sepulchre and wrest the mystic jewels from the eyeballs of the grinning toad-statue, and all that armed only with a fedora, a leather jacket and a bullwhip (or perhaps a piece of string if you couldn't get hold of a bullwhip).

So who. I wondered, had



## PART 78

taken the danger and stress out of fabulously-powerful treasure hunting? The answer was a small firm based in Dartford called Icons Inc., who had set up a specialist dealership trading in new and used items of power, with a full warranty cover and part exchange option. I took a look at their 89-90 catalogue:

The first thing that took my eye was the 'Olympia' range of fully fitted classical icons. They were offering not only Pandora's Box, but also Pandora's Bottom Drawer, Pandora's Hope Chest and Pandora's White Melamine Easi-fit Wardrobe. The Spear of Achilles, the Sword Of Hector, the Bow of Odysseus and the Funny Tasseled Thing with Bas-relief 'Poodles of Agamemnon' were also available in matching shades

## GUIDE

with formica work surfaces. Further on, there was special knock-down clearance offers of the 'Eden' range of household basics: Adam's rib, a small wicker basket said to have contained the child Moses (cut-price due to water stains), 40 cubit extendable rule as used by Noah and Sons Shipwrights Ltd, apple cores from the Tree of Knowledge, hard-hats from the Tower of Babel construction site and a rather grubby hanky that apparently once came in useful for the boy David. Icons Inc. certainly had a pretty comprehensive range of things: I was particularly impressed by the bottomless raffia baskets for bread or fish which had been thoughtfully caulked so they would float if dropped into anything wet, like the Sea of Galilee for instance. Nice touch that. However, if you wanted something a little more exotic, you couldn't go far wrong with the 'Sheharazade' range featuring bumper laundry baskets ('forty thieves can't be wrong'), a nest of seven stacking veils, 'Aladin' porch light and the bumper book of a thousand and one bedtime stories.

Go along yourselves, or tell your friends. Every home should have one of Cleopatra's asps or Merlin's stones. Mind you, can't see many people going for the sacks of 'Hannibal' Alpine fertilizer myself...



# CLASSIFIED

MC104

MAIL  
ORDER

SHOPS



## Joke Shop By Post

FREE!

Britain's No.1 Joke Catalogue, packed with over 500 practical jokes from 5p.

Whoopee cushion, wobbly lager glass, skeletons, snakes, spiders, squirt toilet, rotten teeth, pepper chewing gum, loaded dice, trick golf ball, sneezing itching powder, sticky ball, water bombs, luminous paint, x-ray specs, zipper spurs, laxative tea bags, joke blood, sick mess, soap pavers, wet jokes, exploding jokes, magic ticks, party lun kits, masks, make up, sea monkeys, slime-n-pot, water machine-guns, posters, badges. Plus lots of pop and football bargains. The complete Joke Shop by post. Send second class stamp with your name and address for bumper colour catalogue and Free Gift to: MATCHRITE, The Funny Business (Dept. YK), 167 Winchester Road, Bristol, BS4 3NJ.

### DR WHO FANS

Send a First Class Stamp for my latest list of Dr Who: Books, Annuals, Comics and Merchandise. Also subscription available for latest Paperbacks and Hardbacks. I will buy Dr Who items as well! Blakes 7 and Avengers list also available. JOHN FITTON, 1 Orchard Way, Hensall, N. Gooles, North Humberdale, DN14 8RT.

American and British Comics. SAE (24p Stamp) for 28 page catalogue of 100,000 Comic-Books. Marvel, D.C., 2000AD. Also sold, plastic bags for comic protection.

The Comic Mail Order Specialist (JUSTIN EBBS) JUST COMICS 2 Crossmead Avenue, Greenford, Middlesex UB6 3TY

These advertisements appear in five of Marvel's Top Selling comics. Guaranteed circulation is approx. 250,000.

For further details please call Julie Hughes or Joanna Turke on: 01-497 2121

SHOPS

### THE FINAL FRONTIER

4044 Silver Avenue Leicester LE1 9SB  
29 St Nicholas Place, Leicester LE1 4LD  
Leicester's LEADING SF shops  
Specialising in US imported comics - Marvel DC etc. 5000 AD, JUDGE DREDD, S.F., Fantasy, books, magazines, STAR TREK & DR WHO material, badges, annuals, posters, ROLE PLAYING GAMES, MINIFIGURES and much more. MAY NOT PAY US A VISIT OF SEND SAE for our catalogue.  
Telephone enquiries also welcome  
(0533) 514367 Visa & Access accepted  
Open 9.30am-6.30pm Monday-Saturday

### THE MOVIE STORE

Send large SAE for our list of Dr Who, Star Trek, Gerry Anderson, Blake 7 etc. Magazines, books, annuals, dolls, posters, toys, models, minifigures, games, 1 editions, collectibles, Star Wars items, videos, SF Trunks, DVD archives Dr Who merchandise 1980-80 catalogue now available. 116 pages £2.50 inc. postage.  
The Movie Store  
Dept DW, 7 High Street, Wyford, Leeds YO12 8AD  
Tel: 0734-342098

Shop open 9.30-7pm Mon-Sat

### MEGA-CITY

16 INVERNESS ST.  
CAMDEN TOWN, LONDON NW1  
(Turn right out of Camden Town Station). Inverness is first on left, off High St)  
01-485 9320

Open 7 days a week 10am-6pm

Over 600 sq. ft. of comics, science-fiction horror and film & tv. London's best back-issue selection. London Evening Standard  
FOR MAIL ORDER CATALOGUE Send Two 2nd Class Stamps

## FORBIDDEN PLANET

THERE'S A FORBIDDEN PLANET NEAR YOU!

LONDON: FORBIDDEN PLANET - 71 NEW OXFORD STREET LONDON WC2A 10Q-0118N 0178 AND 01-279 0402

GLASGOW: FORBIDDEN PLANET - 148 BUCHANAN STREET, GLASGOW G1 3LN - (061) 551 1235

DUBLIN: FORBIDDEN PLANET - 36 DAWSON STREET DUBLIN 2, IRELAND - (01) 475 0486

NEWCASTLE: FORBIDDEN PLANET - 34, NUN STREET, NEWCASTLE-UPON-TYNE, NE4 2AQ

CAMBRIDGE: FORBIDDEN PLANET - 60 BRIDGE STREET CAMBRIDGE CB1 1LL - (0223) 558888

BRIGHTON: FORBIDDEN PLANET - 29 STONEY STREET, BRIGHTON BN1 4P - (01273) 9979

NOTTINGHAM: FORBIDDEN PLANET - 181, MIDDLEWALK, BROADMARSH CENTRE, NOTTINGHAM NG1 1LN - (0151) 561076

CARDIFF: FORBIDDEN PLANET - 3, DURE STREET, CARDIFF CF1 2AY

FULL RAIL ORDER VIA THE LONDON SHOP SEND LARGE S.A.E. FOR DETAILS.

### COMIC MAIL

Largest regular catalogue in Europe for Comics and Film Material or Comic Art. Unsurpassed.

LONDON

Dept. 12, 42, Avenue Five, Sevenoaks, Kent TN11 7BB

## WONDERWORLD

803 Christchurch Road, Boscombe, Bournemouth, Dorset

Phone: 0202 422964

THIS SHOP IS A COMPLETE FANTASY! Not only do we stock the entire range of Marvel, DC, Galt, F&E, Ego and so on... but we have TUCS, BANDS of back-issues plus Thorpox, Ashen, 7-clone, Jubilee, Doctor Who, Gargoyles and Dragons, Books, accessories. So why not visit us or send us your SASE? PHONES TO GO!

"NO SAE = NO REPLY"

## Sheffield Space Centre

33, The Wicker, Sheffield S3 8HS  
Telephone: Sheffield 758905

We stock a large selection of S/F Fantasy paperbacks, American comics, Portfolios, Magazines etc

Open - Monday, Tuesday, Thursday, Friday 10am - 5pm. Saturday 9am - 5pm. Closed Wednesday, SAE for list.

Everyone at  
Marvel Comics  
would like to wish  
all our readers a  
Very Merry  
Christmas.

## NOSTALGIA & COMICS

14-16 SMALLBROOK QUEENSWAY,  
BIRMINGHAM B5 4EN,  
ENGLAND

(021) 660 6143

129 MIDDLE LANE

BROADMARCH SHOPPING CENTRE

NOTTINGHAM NG1 1LL

(0602) 344706

12 MATELIA STREET

(OFF THE MOOR) SHEFFIELD

(0762) 784673

Now at three locations we are still supplying the widest possible range of American & British merchandise. Always quantities of back issues, current and import comics available. SF/Horror plus general film magazines and books kept in stock. All shops open six days a week. Lots of wants with S.A.E. or telephone enquiries ahead goods on mail order always welcome.

## EVENTS

Transpennine Fairs

RECORD AND COMIC FAIRS

HULL, SATURDAY 6 JANUARY

Royal Hotel, Ferryway

LIVERPOOL, SUNDAY 21 JANUARY

The Great Hotel, Lord Nelson Street

MANCHESTER, SATURDAY 24 FEBRUARY

New Century Hotel, Corporation Street

ALL EVENTS OPEN 10.30AM TO 4.00PM

DETAILS TRANS-PENNINE 0532 892087



"Something very bad is going on," remarked Egon, noting the lumps of masonry falling from the roof of the deserted railway station the Ghostbusters had gone to. "You said it!" murmured Winston, his Proton Gun whining as he powered it up. "Where are the others? They've been gone a long time."

"A more pressing matter is about to detain us," replied Egon and heaved Winston into the cover of a newspaper stand. "Look!"

Winston looked, and saw the three gruesome skeletal apparitions that lumbered across the concourse towards them. Each one was as tall as a railway carriage is long. As the two looked on in horror, a fantastically nasty thing that looked like a cross between a slink of seaweed and a giantcombine harvester ploughed down through the roof with a deafening crash and proceeded to lay into the three giant skeletons furiously. One of three found itself compressed into the size of a mini and whalloped off in the direction of Hawaii, a destination he was probably going to reach non-stop.

"This is great . . ." sighed Winston.



"... outstanding! Five down and several others don't look too well, and we have confirmation that play has spilled over into the mortal world. Pictures coming in now show Strakjur for the 'Pods has just laid into the Slashers' back-stabbers and scored over nine Numbing points for the defending champions ... wait! What's this? Four puny little creatures in overalls are scurrying around the playing area and firing some sort of weaponry at the

players! This is a definite foul in my book! Hnuh?"

"Undoubtedly, Chak. We haven't seen a crowd invasion like this since the final of the S.F.L. league two years back when a small unruly element spilled over onto the pitch."

"Have to interrupt you there, Hnuh. Looks like the referee's going to intervene . . ."



"It's not doing any good!" yelled Ray to his three companions, over the scream of the Proton Guns and the roar of the multitude of supernatural monsters that assailed them from all sides.

"Tell us something we don't already know!" Winston shouted back. "There are too many of them and they're too big!"

"Especially that one," put in Peter.

The one Peter was referring to had just appeared and was a mammoth gorilla-like thing dressed in black and white robes and a face plate. He was blowing a whistle that cut through the battle with a piercing shriek.

"TIME OUT, GUYS!" bellowed the newcomer. "Full fines on both sides for exiting the proscribed playing area. Penalty to the 'Pods. Return to the playing arena now. And Strakjur . . . put that repeater down before you break him."

The creatures all looked a little shame-faced and began to dematerialise. Just before it vanished, the black and white thing turned to the busters and said "Sorry about that. Hooligans . . . you know . . ."

"What was that?" asked Peter as silence and astonishment settled on the quartet in equal measures.

Egon had a look that said 'I can explain everything'. He shrugged.

"Numbly, I think," he said.

# NEANDERTHAL NIGHTMARES

These prehistoric pains in the behind were a real force to be reckoned with. Not content with clubbing dinosaurs and dragging their long-suffering women-folk around by the hair, they decided to vacate their caves of spiritual contemplation and eternal rest in order to invade our dimension and club a few cars! To be totally fair to these primitive poltergeists, however, this invasion of our dimension only occurred when a part of their ancient ritual and

culture was thoughtlessly removed from their original and proper places. We are talking about their artistic endeavours, of course. Or cave paintings to you! Modern man just has no idea of the power which can be generated by these mystic and sacred stones. Evidently, a New York museum is not the ideal resting ground for such stones. The cavemen conveniently disappeared when the stones were replaced and thus ends yet another happy story.





# DEAD TRUE!

It's horrific and ghastly and  
what's more, it's a true tale of terror!  
Dare you read on?



Sometimes a ghost purposely sets out to terrify one person for no particular reason, but why? John Bell never found out – not in this world, anyway. In 1817, he and his family started to hear scratching noises at the doors and windows of their farmhouse, as though something was trying to get in. The family were naturally quite un-nerved by this, but nothing prepared them for the sheer terror that was to come. One night, whatever it was managed to get into the house. The rooms were full of horrific noises – the beating of wings, the pad of giant animal paws, and a rat-like gnawing. The sounds grew in strength as the days passed, becoming louder and more ferocious. The house shook with crashing noises, and

there were hideous gasps and gurgles as though the unseen entity was trying to speak. *The horror of it!*

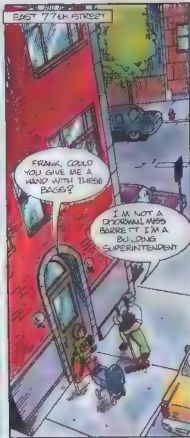
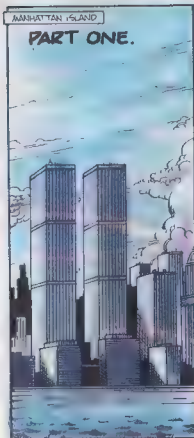
One night, 13 year old Betsy Bell woke the rest of the house with her terrifying screams. Something invisible was pinching her. Soon the other children were similarly affected and the frequency became more intense. A preacher was asked to try and exorcise the demon, which refused to leave. Despite the hymns and prayers, it became angry and knocked poor Betsy to the ground. *Eek!* Day by day, the beast seemed to grow stronger, and the gurgle became a husky, rasping whisper. It recited whole chapters from the Bible, and chanted blasphemies. The only sense that could be made from the ranting was that the demon despised John Bell, and would hound him to his

grave. Soon it did just that.

Poor John had become so disturbed that he was having fits. During one attack, his son went to fetch the medicine that the doctor had prescribed, and found the bottle filled with a nasty looking cloudy liquid. They sent for the doctor, and while they waited, the demon charged through the house, grunting triumphantly that it had given John a huge dose of the liquid while he slept. John Bell died just before Christmas, 1820. The doctor tested the liquid on the cat, which died. No one could explain why it was that John had come under such a vicious attack from the evil being. But once John was dead, the demon seemed satisfied – and the family were finally left in peace.



# GH**OST**BUSTERS II



# NUMBLY NIGHTMARE



Story DAN ABNETT ☉ Art BRIAN WILLIAMSON and DAVE HARWOOD and ROBIN BOUTTELL



**The atmosphere is hotting up, as are the Proton Guns in the meanest and toughest game of Numbly you are ever likely to witness! But who will win those valuable league points?**

Something sounded an alarm bell in Peter's head, and without thinking he leapt forward and hurled Ray to the ground. It probably saved their lives. A second later, the cinder block of the nearby wall exploded out with the force of something huge being thrown through it. Something huge landed in an undignified heap twenty yards away and clambered up onto its six, multi-jointed limbs, growling from the back of its twin throats. As suddenly as the first explosion, something else leapt through the smoking remains of the wall and steam-rollered towards the first something. Something Else was misshapen and twisted, full of gnashing jaws and row after row of clashing pointy teeth. Something Else was the size of a panel truck.

Something Else met the first something head on with a noise like two giants clog-dancing in a metal box.

Ray pulled Peter out of the rubble, a look of despair on his face.

"Thanks for the save, Peter, but I guess there's nothing we can do against that. Let's get out of here!"

"Agreed!" babbled Peter, "But what is that?"

"I don't want to think about it..." replied Ray.



The answer to the question "What is that?" could have been answered if you'd tuned your TV into Channel PKE broadcasting across the Supercosmos and neighbouring dimensions at that very moment. Of course, very few mortal TV's are equipped with the reception facility to pick up Channel PKE, but if you

had, this is what you'd have heard:

"... coming now after the break this is Chak Chakadee for PKE Sports picking up at the start of the third quarter in this, the F.L.S. Mid-season Numbly Play-off, here at the Superbawl, and I can tell you, we're in for a real Gozer of a match! Hnuk?"

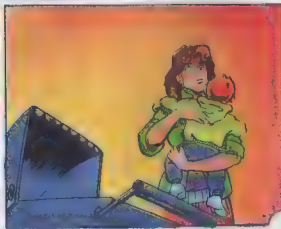
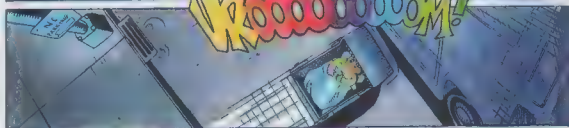
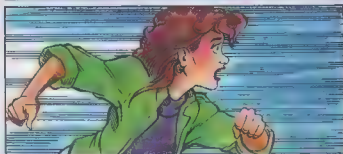
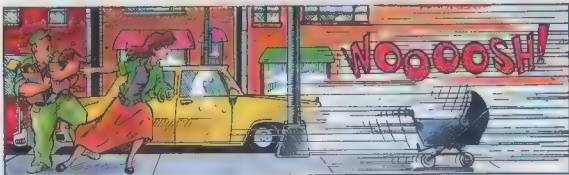
"Thanks, Chak! Well, the play is going pretty much to form here today and the crowd are lapping it up! The crowd are mopping it up too, so that'll help save time at the end of play. The Deep Pit Slashers have the advantage and are pressing for a Break-down in the goal mouth at the Nicodemus Pseudopods home end. But as we just saw at the end of the last quarter, the 'Pods' Razorback T'yukturson played the Apocalypse combination and wiped out nine of the Slashers' cudgelbacks, two pointends, and seriously worried the tight receiver. The Slashers' coach has since taken the bottle away from the tight receiver and he's promised to sober up. The score is now nine all and play's recommencing. Chak?"

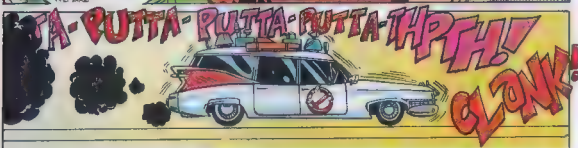
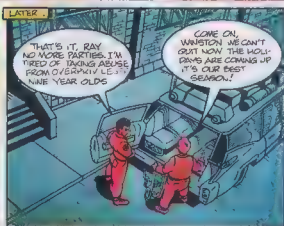
"Well, you said it, Hnuk! We've also got unconfirmed reports that the last play actually blew a hole in the time/space continuum and sent several players into the mortal world! Nice going, guys! If play is continuing on the other side, our cameras will be bringing it to you as soon as possible!"

"Whoa! - great news. And look at that! The 'Pods have blown the Slashers' defense wide open, and that's number thirteen..."

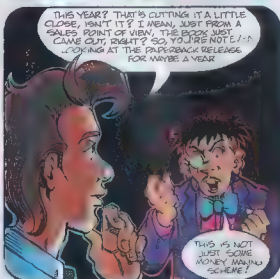
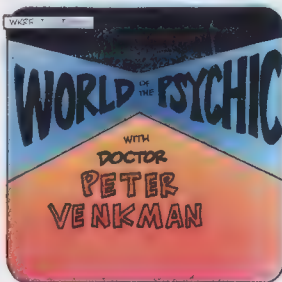
"Number thirteen, Grukkragar, Sumerian Demon of Cyclones, on very good form this season..."

"... Grukkragar is going for a demolition run onto the base line! Go 'Pods, go!"













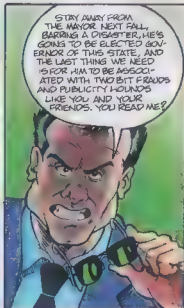
THE MAYOR\* HE'S A FRIEND OF MINE!

LENNY!  
IT'S PETE VENKMAN!



I'M JACK HARDEMEYER, THE MAYOR'S ASSISTANT, AND I KNOW WHO YOU ARE, DOCTOR VENKMAN! BUT ANY GHOSTS LATELY?

NO, THAT'S WHAT I WANT TO TALK TO THE MAYOR ABOUT WE DID A LITTLE JOB FOR THE CITY A WHILE BACK AND WE ENDED UP GETTING SUED, CHEATED AND TATTOOED BY DEEP WORMS LIKE YOU.



STAY AWAY FROM THE MAYOR NEXT FALL, BECAUSE A DISASTER, HE'S GOING TO BE ELECTED GOVERNOR OF THIS STATE, AND THE LAST THING WE NEED IS FOR HIM TO BE ASSOCIATED WITH TWO BIT FRAUDS AND PUBLICITY HOUNDS LIKE YOU AND YOUR FRIENDS. YOU READ ME?



OKAY, I GET IT BUT I WANT YOU TO TELL LENNY THAT BECAUSE OF YOU, I'M NOT NOTING FOR HIM!



IN THE MANHATTAN MUSEUM OF ART



THE PORTRAIT OF ...GO THE CARPATHIAN CASTS A POWERFUL EVIL PRESENCE

CONTINUED NEXT WEEK!





YOU'RE OVERWEIGHT AND SMELLY. YOU HAVE HORRIBLE TEETH AND BAD BREATH! YOU'VE GOT A RUNNY NOSE AND BLOODSHOT EYES. YOU HAVE A TERRIBLE COMPLEXION AND I CAN'T FIND A HEART BEAT!!



# SLIME TIME!

Slimer wants your jokes! Send 'em to: **SLIME TIME**  
Marvel Comics Ltd  
13/15 Arundel Street  
London  
WC2



How many daft ghosts does it take to screw in a light bulb?  
*One to hold the light bulb and twenty to turn the ceiling!*  
— Matthew Edmonds, Tadworth

Why do golfers always have two pairs of trousers with them?  
*In case they get a hole in one!*  
— Grahame Hernsby, Scunthorpe

How do you make an egg roll?  
*Push it!*  
— Kelly Watts, Chatham

What exam is a vampire particularly good at?  
*A blood test!*

What does a vampire eat for dinner?  
*Ghoulash!*

What is a ghost's favourite fairground ride?  
*The roller-ghoster!*  
— Simon Patrick, Birmingham

What do you call a fish without an eye?  
*A fsh!*  
— Anthony Burgess, Porthill

# GH<sup>0</sup>ST WRITING!



Have you ever had a burning desire to write to someone famous? Yes? Then all you have to do is write to the address below to realize your burning ambition!

## Dear Peter . . .

We would like to ask you some questions:

1. Does Slimer have legs?
  2. Does Janine do all the cooking?
  3. Does Slimer have a stereo?
- Helen and David Sinclair, Surrey

*1. Well, if Slimer has got legs, I don't know where he keeps them, 'cos I sure as Gozer have never seen any! 2. I will overlook the latent sexism in this question just this once! No we all dabble. 3. He doesn't have a stereo of his own, but he is allowed access to ours. (But only if he gets one of us to put the records on. We don't want our favourite riffs covered in sticky slime thank you very much.)*

I have a couple of questions for you:

1. In the film, Walter Peck turned the power off to the Ecto-containment Unit, which caused all the ghosts to escape. So what will happen if there is a power cut?

2. How long does it take to charge a Proton Pack?

— Richard Farnfield, Ashford

*Hiya, Richard. 1. Hmm, beats me! 2. We don't charge the Proton Packs, we charge the customers!*

1. When Slimer slimes you and you say "I'll give you one more chance" and he slimes you again, why do you still give him another chance?

2. Will you ever have any more pets in the Ghostbusters' HQ?

— Michael Bower, Wales

*1. It's a difficult subject, really. Slimer's very attached to me and as much as I dislike the little horror, what can I really do?*

*2. Oh no! Slimer is enough for anyone!*

I am a great fan of the Real Ghostbusters, and I have some questions for you:

1. In *Ghost Gamble*, why is the boy Billy sweating so much?

2. What would happen if a human got hit by one of your Proton Guns?

— Christopher Harper, Thetford

*Erm, I'm the only thing that's great around here! 1. Well, maybe it was just plain hot! Ever thought of that, huh? 2. I don't know!*

I would like to ask a few questions:

1. What was the toughest ghost you've ever busted?

2. Why are you called The 'Real' Ghostbusters?

3. How can I get hold of the comics I have missed?

— Jon Clapperton, Nunthorpe

*1. The toughest ghost we ever busted must have been Slimer, 'cos he just keeps popping back! 2. We are The 'Real' Ghostbusters because we had to differentiate between us and all of those cheap and tacky imitations! 3. Write in to Subscriptions and ask!*

1. Could you ask Egon what his favourite fungi specimen is?

2. Is it hard busting ghosts?

3. How did Egon start building machines?

— Alastair Clark, Edinburgh

*Seems to me that Egon's your favourite Real Ghostbuster.*

*Well, thanks a real lot, Alastair. Huh, some people. 1. According to our recent adventure in issue sixty-five, Egon's favourite is specimen 104. 2. Hey, not when you're as skilled as we are. 3. Hate to burst your bubble, but it's Ray who builds the machines. Egon invents them!*

I throw myself at your feet.

You are charming, witty, good-looking, cool, fab, lovely, caring, funky and brilliant! What more can I say?

— Fiona Palmer, Woking

*Nothing really Fiona. I think that will suffice for the time being!*

**Ghost Writing, Marvel Comics Ltd, 13/15 Arundel Street, London WC2**

THE POWERS OF DARKNESS ARISE...



IN JUST 7 DAYS

Look out! It's the ...

★ ★ ★

# MIGHTY MARVEL CHECKLIST

★ ★ ★

Titles on sale now

■ **THE BOG PAPER 6** The words to "You'll Never Walk Alone" may be rewritten if something isn't done about our flatulent footballer, **Rude Goolitt**. Not only does he wreak havoc with the opposition, he just wreaks! The pongo Dutchman is just one of the characters to discover in this great new launch. Buy it, or take an early bath.

■ **THE REAL GHOSTBUSTERS 78** Especially for all you horror freaks, we give you **Numbly Nightmare** by Abnett, Williamson, Harwood & Bouttell. Heard the saying: Don't judge a **box** by its cover? No! Well, you'll get the meaning of it from our **Box Of Ghouls** story by Elliott & Harwood. We also present for you the first instalment of the adaptation of the "Ghostbusters II" movie. Dare you miss it?

■ **THE INCREDIBLE HULK 10** Murder and mayhem make up the menu this week with a steady diet of disaster ranging from **The Doctor's** enlightenment in the Crab Nebula to **Action Force** arctic antics. To follow, we present the mysterious murder at Hulkbuster base and the furious finale to **Indiana Jones And The Last Crusade**. Guaranteed you'll want a second helping!

■ **PUNISHER 19** What's on today's timetable? Maths, then after break, drug dealing. After lunch, biology, then armed robbery! Nice school is the Martin Shabazz High. That's why **The Punisher** is teaching Social Studies there, with the aid of Baron, Portacio & Williams. One man's personal history of the Vietnam war is concluded (story-wise) in part four of **Good Old Days** by Murray & Vansant.

■ **TRANSFORMERS 247** Creatures of the nether depths come out to play in **Dawn Of Darkness** by Furman & Senior. Optimus Prime and Hot Rod have a real battle on their hands in **All The Familiar Faces**, and there's Action Force adventure in **Law Of The Jungle** by Collins & Farmer. Plus, we present the final Classic Cover Calendar of the year.



ADVERTISEMENT

**Gilbert & THE FREE Sun-Pat SCHOOL SURVIVAL KIT**

ALL YOU NEED TO MAKE SCHOOL GO WITH A...

**BANG!**

...IS A ROUND OF TRIFFIC

**FREE Sun-Pat**

PEANUT BUTTER SARNIES - THE MOST ENERGY-GIVINGEST THING UNDER THE SUN.

**YUMMY**

AND THE BRILL **FREE Sun-Pat** PEANUT BUTTER SCHOOL SURVIVAL KIT

**BUT HURRY, HURRY... YOU'VE ONLY GOT A FEW WEEKS LEFT TO APPLY!**

**IT'S FREE THEY'RE GIVING 'EM AWAY, FOOLS!**



**Offer Conditions**  
Closing date for the receipt of applications is 28th February, 1990. This offer is restricted to one application per person and is open to UK residents only while stocks last. Please allow at least 28 days for delivery from receipt of your application. We cannot accept bulk applications from the trade or from any consumer groups or any third party applications. Please note that only one starter token may be used with each application.

**Promoter:**  
Rowntree Sun-Pat Limited, Hadfield, Hyde, Cheshire SK14 7BP

**Application Form**

Just fill in and cut out this form and send it together with 3 x 12oz or 4 x 8oz labels from Sun-Pat Peanut Butter jars before 28.2.90 to: 'Sun-Pat' Peanut Butter Survival Kit Offer, PO Box 123, Uckfield, East Sussex TN22 5UX.

Name \_\_\_\_\_  
Address \_\_\_\_\_  
Town \_\_\_\_\_ County \_\_\_\_\_  
Post Code \_\_\_\_\_